



LISBOA

---

UNIVERSIDADE  
DE LISBOA

# AI/ML with High School Math

Hello world

Guilherme Marcello, 2018-2021

# Understanding AI

Notes from my research

Hands on! From data to decision

Optimization and functions

Classifier Examples

Why base concepts matter?

Cool applications of AI

Computer Vision

Deep Dream: Text to image

Large Language Models (LLMs)

# Understanding AI

# Notes from my research

Based on the work of Silveira and Lopes in  
“Intelligence across humans and machines: a joint  
perspective”:

Information Processing Function

$$proc : Ext \times Int \rightarrow Act \quad (1)$$

# Notes from my research

Action execution function

$$\textit{exec} : \textit{Act} \rightarrow \textit{Feedback} \quad (2)$$

# Notes from my research

Adaptation to the environment

$$\mathit{adapt} : \mathit{Ext} \times \mathit{Int} \times \mathit{Feedback} \rightarrow \mathit{Ext} \times \mathit{Int} \quad (3)$$

# Notes from my research

## Function of Intelligence

$$\mathcal{I}(e, i) = \mathcal{I}(\textit{adapt}(e, i, \textit{exec}(\textit{proc}(e, i))) \quad (4)$$

## Correct?

- Knowledge
- Cognition
- Reality



# Hands on! From data to decision

# What is AI?

- **AI as a Function:**  $f(x) = y$  - Mapping inputs to outputs
- **Universal approximation:** Approximating any function with a model
- **Challenges:** Multiple features (high-dimensional data), ... what else?
- **Key concept:** All boils down how we model our data (matrices, random variables, graphs, ..)<sup>1</sup>

---

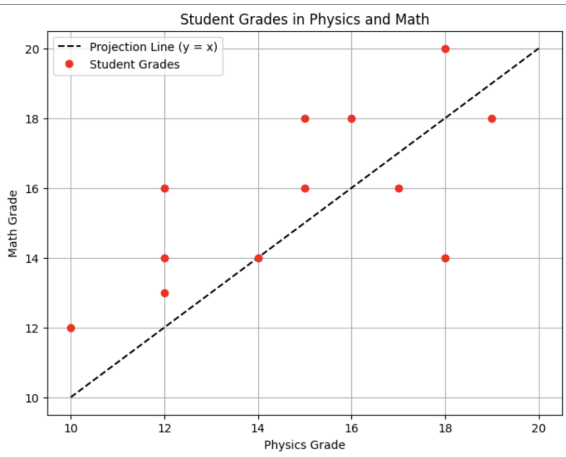
<sup>1</sup>Using matrices in AI enables linear transformations and efficient computation but may lose relational structure (handled better by graphs).

# Hands on! From data to decision

Let's consider the grades of students in Math and Physics. We can represent these grades in a matrix format:

$$\mathbf{G} = \begin{pmatrix} g_{11} & g_{12} \\ g_{21} & g_{22} \\ \vdots & \vdots \\ g_{n1} & g_{n2} \end{pmatrix}$$

Where  $g_{ij}$  is the grade of the  $i$ th student in the  $j$ th subject.



Can you separate the students into groups/classes based on their grades?

# Projecting vectors onto $(1,1)$

What happens when we project any vector in  $\mathbb{R}^2$  onto the vector  $\mathbf{u} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ ?

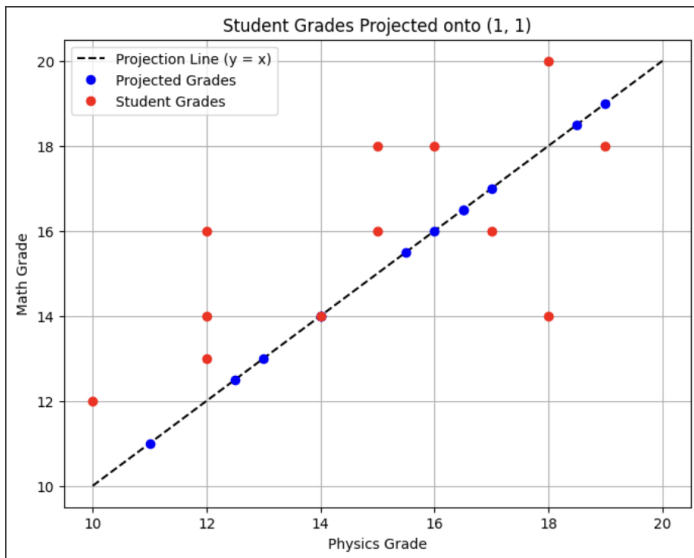
The projection of  $\mathbf{v}$  onto  $\mathbf{u}$  is given by:

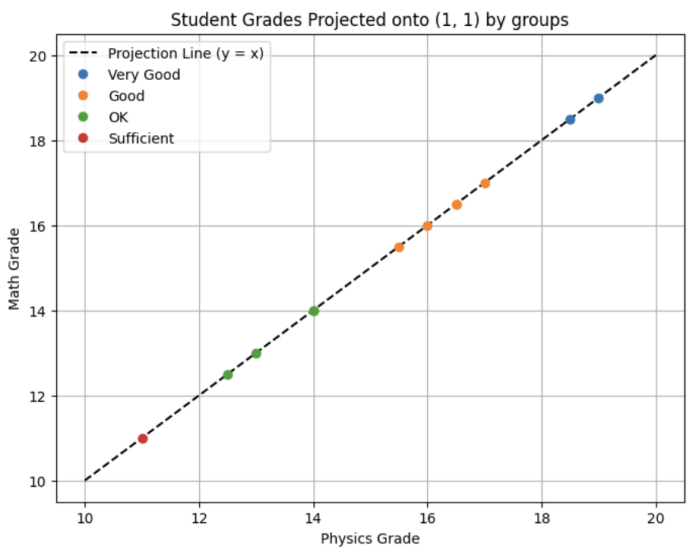
$$\text{proj}_{\mathbf{u}}(\mathbf{v}) = \frac{\mathbf{v} \cdot \mathbf{u}}{\|\mathbf{u}\|^2} \mathbf{u}$$

# Projecting vectors onto $(1,1)$

For  $\mathbf{u} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$  and  $\mathbf{v} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$ , we have:

$$\text{proj}_{\mathbf{u}}(\mathbf{v}) = \frac{v_1 + v_2}{2} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} \frac{1}{2} \cdot (v_1 + v_2) \\ \frac{1}{2} \cdot (v_1 + v_2) \end{pmatrix}$$







# Classifying a new student

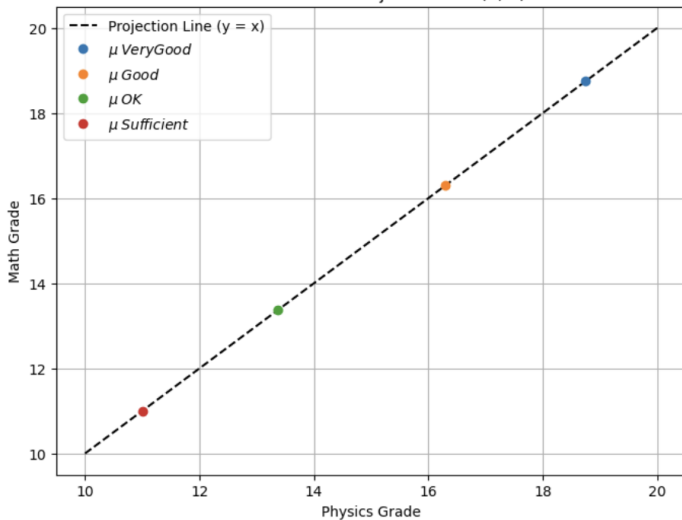
If a new student appears with grades, how would you classify them into one of the groups?

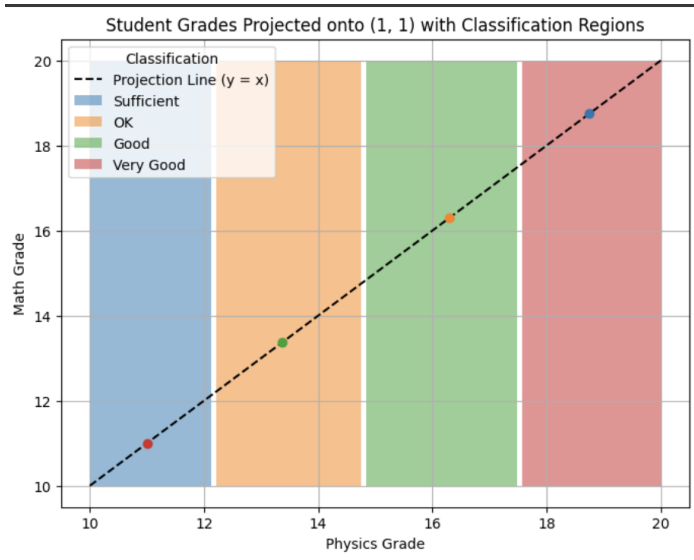
For example, if the new student has grades:

$$\mathbf{v}_{\text{new}} = \begin{pmatrix} 12 \\ 16 \end{pmatrix}$$

Which group would they fit into?

Student Grades Projected onto (1, 1)





# Notebook

It should be obvious by now that  $\mathbf{v}_{\text{new}}$  would be classified as **OK**.

Feel free to check yourself by running the notebook ([click here](#)) and making the required changes.

# Optimization and functions

# AI as an optimization problem

Optimization minimizes error: It's how AI learns.

- **Minimizing loss:**

- Loss function: Measures the difference between predicted and actual values.
- Least squares loss:

$$L = \frac{1}{N} \sum_{i=1}^N (y_i - \hat{y}_i)^2$$

# AI as an optimization problem

**A familiar problem. Anyone? :)**

- **Problem:** Find the value that minimizes the sum of squared differences from a given set of numbers.
- **Mathematical formulation:**

$$\min_x f(x) = \min_x \sum_{i=1}^N (x - x_i)^2$$

# AI as an optimization problem

**Let's play with intuition. How about now? :)**

Given points in a circumference, what is the solution?

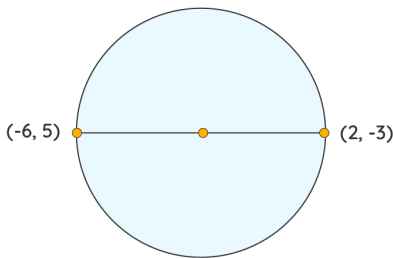


Figure: Circumference



# AI as an optimization problem

**A familiar problem. Anyone? :)**

- **Problem:** Find the value that minimizes the sum of squared differences from a given set of numbers.
- **Mathematical formulation:**

$$\min_x f(x) = \min_x \sum_{i=1}^N (x - x_i)^2$$

- **Solution:** The average! [note:  $f$  is convex]

# AI as an optimization problem

$$\frac{d}{dx} \sum_{i=1}^N (x - x_i)^2 = 2 \sum_{i=1}^N (x - x_i)$$

Setting the derivative to zero:

$$2 \sum_{i=1}^N (x - x_i) = 0$$

$$\implies x = \frac{1}{N} \sum_{i=1}^N x_i$$

# Classifier Examples

# Simple classifier example

## Prior (A priori) probability classifier:

- Assigns the most probable class based on prior probabilities
- Accuracy in the worst case:  $\sim P(A)\%$  (e.g.,  $\sim 70\%$  if  $P(A) = 0.7$ )
- Demonstrates how basic math concepts are used in AI

## Example:

$P(A) = 0.7, P(B) = 0.3 \rightarrow$  Always classify as  $A$

# Simple+ classifier example

**Can we do better? Anyone? :)**

# A posteriori probability classifier

$$P(Y = y|X = x) = \frac{P(Y = y \cap X = x)}{P(X = x)}$$

$$P(Y = y|X = x) = \frac{P(X = x|Y = y) \cdot P(Y = y)}{P(X = x)}$$

For a given input  $x$ , classify as the class  $i$  that maximizes  $P(Y = i|X = x)$ . Assigns the most probable class based on posterior probabilities

# AI: Vectors and Matrices

- Some AI operations rely on vector and matrix mathematics:
  - Representing data as vectors (e.g., features of a sample:  $\mathbf{x} = [x_1, x_2, x_3]^T$ ).
  - Applying transformations using weights (e.g.,  $\mathbf{w} = [w_1, w_2, w_3]$ ).
- Example: Linear combination of features

$$\hat{y} = \mathbf{w} \cdot \mathbf{x} = \begin{bmatrix} w_1 & w_2 & w_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = w_1 x_1 + w_2 x_2 + w_3 x_3$$

# AI: Vectors and Matrices

- We would like to minimize the distance between the predictions of our model ( $\hat{Y}$ ) and the actual values ( $Y$ ).
- Distance can be measured using the squared Euclidean distance:

$$\text{Distance: } \|\hat{Y} - Y\|^2$$



# AI: Vectors and Matrices

- This leads to an optimization problem:

$$\min_{\hat{Y}} \|\hat{Y} - Y\|^2 = \min_W \|W \cdot X - Y\|^2$$

- The goal is to find the model parameters (e.g., weights  $W$ ) that minimize this distance.

# AI: Vectors and Matrices

$$\min_{\hat{Y}} \|\hat{Y} - Y\|^2 = \min_W \|W \cdot X - Y\|^2$$

- Why is this important?
  - Minimizing the distance ensures our model predictions are as close as possible to the actual values.
  - This principle underpins many AI techniques, such as linear regression and neural networks.

# Why base concepts matter?

- High school math is the foundation for advanced AI concepts
- Example: Probability, linear algebra, etc.
- Real-world applications make learning easier and more rewarding

# Cool applications of AI

# What is Computer Vision?

- **Ambition:** Teaching machines to see and interpret images
- **Images as surfaces:** derivatives are so important! (it can measure how quickly image intensity changes... is it useful? how?)
- **Applications:**
  - **Aerial projection:** Map images to coordinates (e.g., Google Maps)
  - **Image classification:** Identifying objects in images

# Deep Dream: Reverse image classifier

Instead of classifying images, we can use a powerful image processing technique to generate images based on a given input.

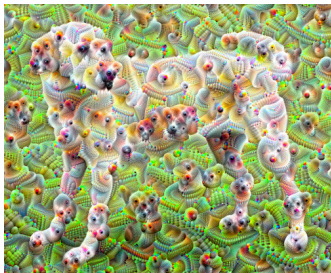


Figure: src: <https://www.tensorflow.org/tutorials/generative/deepdream>

# Deep Dream: Scary times!



high-school alumni teaches high-school students about AI

# LLMs - Exercise for students

Try completing a sentence:

"In **science** school, I love learning about..."



# LLMs - Exercise for students

Try completing a sentence:

"In **science** school, I love learning about..."

.... how about "In **art** school, I love learning about..."?

# LLMs - How?

- **How it works:** Predict the next word in a sequence
- **Example:** Autocomplete in a text editor

# Closing and questions

- **Summary:** From theory to applications, math is the bridge to AI's magic!
- **Takeaway:** Always connect theory with real-world applications!
- Explore further - ask questions, and experiment!!

**Thank you!**



LISBOA

---

UNIVERSIDADE  
DE LISBOA